IN THE SPECIFICATION

Please amend the paragraph beginning at page 1, line 3 as follows:

This application is related to Japanese Patent Application No. 2000-354868 filed on November 21, 2000, and No. 2001-201026 filed on July 2, 2001, based on which this application claims priority under the Paris Convention ~~and the contents of which are incorporated herein by reference~~.

Please amend the paragraph beginning at page 15, line 23 as follows:

As an example of the "occurrence of a specific event", for example, "another object is close to a predetermined object within a predetermined distance" includes the following cases. ~~That is, as shown in~~ <u>In</u> FIG. 4, ~~when~~ a scene <u>is presented</u> in which a ball B (another object) ~~is flied~~ <u>moves</u> toward a game character C (the predetermined object) <u>at</u> <u>a distance D1 from the glove G, which is greater than predetermined distance D'</u>~~, and, as shown in~~. <u>In</u> FIG. 5, the character C stretches her/his hand to catch the ball B with a glove G ~~is considered~~, the ball B comes into the screen, <u>such that</u> the distance <u>D2</u> between the ball B and the glove G is smaller than the predetermined distance <u>D'</u>, and the like.

Please amend the paragraph beginning at page 16, line 12 as follows:

The "the passing rate of time in a virtual space is partially changed" means that ~~the~~ <u>a rate of</u> displacement of the predetermined object ~~among~~ <u>over successive</u> frames in a world coordinate system is changed by multiplying a predetermined coefficient to a

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variable for determining the position ~~for every unit time~~ <u>in each successive frame</u> of ~~a~~ <u>the</u> predetermined object in the virtual space, while a moving speed of a viewpoint in the virtual space (i.e., moving speed of a camera which virtually photographs the game space) and an input acceptance frequency from the controller 20 are not changed. In other words, only a time passing rate of the predetermined object is changed (for example, decreased or increased) with respect to the time passing rate of the virtual space. The coefficient can also be increased or decreased for each object. In this manner, the game properties can be variably changed.

<u>For example, as illustrated with reference to FIG. 4, , while the distance between ball B and glove G exceeds a predetermined distance D', glove G may be manipulated to move at a speed S1 determined by a standard passing rate of time for objects in the virtual space. As shown, for example, with reference to FIG. 5, when a distance D2 between ball B and glove G becomes less than the predetermined distance D', the predetermined coefficient is set to diminish the speed S1 of the glove G when manipulated to a speed S2 in order to slow the passing rate of time , thereby making it easier for example for the player to manipulate glove G of character C to catch ball B.</u>

Please amend the paragraph beginning at page 21, line 4 as follows:

The time passing rate change processing program performs the time passing rate change processing for the target object as the process in ~~step S3~~ <u>steps S3.1 – S3.3</u>. More specifically, the main CPU 100 extracts coefficient data <u>for the target object in step S3.1,</u> <u>multiplies</u> ~~to be multiplied to~~ variables for determining the position <u>by the coefficient data</u> for every unit time of the target object from the data 212 for the time passing rate

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change processing loaded on the main memory 160 and shown in FIG. 3, and performs

time passing rate change processing for the target object in step S.3. In step S 3.2, the

~~The~~ variables for determining the position for every unit time of the target object are

multiplied by the coefficient data to change the time passing rate of the target object in

the virtual space. If necessary, an operation input of the controller 20 for the character

constituted by the target object ~~is~~ may in addition be changed to change operation

methods for the character.

Please amend the abstract of the disclosure as follows:

ABSTRACT OF THE DISCLOSURE

A method is disclosed for controlling a character object in a virtual space by

means of an information processing program. When a specific event occurs in the

execution of ~~a predetermined~~ the information processing program, a passing rate of time

of the character object in ~~a~~ the virtual space ~~structured by the predetermined information~~

~~processing program~~ is ~~partially~~ changed, for example, by changing the rate at which the

object is displaced in the virtual space as compared to a rate of change prior to the

specific event. ~~In this manner~~This method can be used, for example, ~~an event occurring~~

~~in the virtual space for a very short period of time can be operated, better entertainment~~

~~properties can be realized, and a sense of entertainment which is fresh for a user can be~~

~~given to the user~~ to decrease a rate of displacement of only the object in the virtual space

so that the object may be more easily manipulated.

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